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About This Content

This DLC for Aerofly FS 2 features over 30 of the best known and most beautiful airports of Switzerland, including Zürich, Grenchen, Samedan and Birrfeld. Furthermore this DLC features high resolution aerial images of Switzerland with a resolution of up to 1 meter.

As a special highlight, this DLC also includes the iconic airport Speck-Fehraltorf (ICAO-Code LSZK). This airport, in the Zürich Oberland, simply called 'Speck' by locals, is being operated by the Zürcher Oberland FGZO club/group. This airport, close to the Pfäffikersee, features a gras runway with Perfo plates and is very busy, especially in good weather during spring and summer time. We would like to thank the following people who helped us in getting this airport into the simulator: Fabi Riesen, Ines Widmer, Daniel Stäubli, Chirstoph Amman and Tino Seitz.

Title: Aerofly FS 2 - Switzerland Genre: Indie, Simulation Developer: IPACS Release Date: 14 Jul, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: 64bit Versions of Windows 7, Windows 8, Windows 10

Processor: Intel Dual core CPU 2.4 GHz

Graphics: OpenGL 3.0 compatible 3D graphic card with at least 1 GB of RAM

Storage: 16 GB available space

English,German







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Very comprehensive sailing simulator that covers concepts absent in other games of the genre, such as anchoring, mooring, line turns around winches, and map navigation. Having two crew members you can order around is a nice touch as well, providing even more realism.

You can see the developer is putting a lot of effort in providing an authentic sailing experience, and that's awesome for us. Recommended for anyone interested in sailing.. I can eat rocks.

10V10. I like the characters, it's interesting, well drawn and the story is surprisingly emotional. The voiceacting is nice and I really like the CG's I've managed to get. I recommend it and there is reason to do multiple playthroughs for CGs and see every aspect of the story through the relationships with the four friends.

There is only one problem and honestly, it's more a personal one -

I can't beat it.

I just can't beat the final maze.

Obviously others have been able to, maybe I'm just really bad at the mazes.

I love the creator, I've played Michaela's games and they've brought me hours of entertainment, so I'm very happy to support her...

but I can't finish this game. Maybe a "if you're horrible at mazes" option will be added in the future that gives you more time or something. If it is, I'll happily play through all of the routes.. It's really pretty, but there is like no real sense of you know what input you're doing. very simple and straight forward but no good mechanics for deeper game play other than button mashing.. Why do developers insist on highlighting every thing you need to interact with, it's nothing but hand holding.

Oh look, there's a handle you need to pull, there's a door panel you need to swipe with key, there's an axe you need, lets make that nice and easy for you and highlight the thing with a nice glowing texture. It's ridiculous. It's not puzzles, it telling you what to do! Enough of that please, stop appealing to the people who can't work things out. Are people so stupid these days that they need to be told what to interact with.

The other thing I didn't like was when it cuts to 3rd person view sometimes, if im the character then leave me in 1st person view, it's breaks immersion.

It's not a puzzler, It's not very long at about 50 minutes.

The graphics were just ok, one review said gorgeous, well they're hardly gorgeous but passable, Textures, particularly in the caves could have been better, although swimming through the cave was quite immersive even if the textures looked yucky.

Despite that, the immersion of being on a sunken ship was ok. It's got more pollish than a lot of vr games.

I wouldn't say it's fantastic like some shills and "yes men" would say, it's just ok and worth a try for something a little different.. This game runs without a problem on my machine (windows 7), and seems to have aged well. There's enough depth to each stage to pose a bit of a fair challenge without feeling tedious (so far). I like that there are actual objectives to accomplish instead of being solely a sandbox game, which most city builders tend to be these days.

I think it's worth the full pricetag, but it can also be found on sale if you're willing to wait for a couple months.. In Adorables you can play with 3 fully customizable cute characters in 6 different game types: soccer, beach ball, CTF, Last Adorable Standing, ice hockey and mummy. Play against your friends, collect coins, customize your characters and win the Tournament or the World Tour modes. Adorables offer a lots of fun for you, don't miss it! But beware, it's very addictive!

I was a huge fan of Pandemonium and Pandemonium 2 as a child, so I jumped at the chance to buy this on Steam. While the original game was fun, and I'd play it again if I had a PS1, the PC port is not. I don't recommend buying this until they fix some issues such as movement, jumping and the ability to have a menu that works on PC.. I like the different modes, the zombie chickens are not that easy to defeat! XD

<u>https://www.youtube.com/watch?v=5Tvq6GPBnBM</u>. You build a drone in a cartoonish 2D Kerbal Space Program kind of way, and either automate it with sensors to pit it against other people's automated drones in a sumo arena or race track, or strap it with weapons and fly it around various planets to complete missions.

The concept is fantastic, and the arena modes are fun, interesting and challenging. You keep having to adapt, rebuild and experiment with your drones to beat your opponent.

The same can't be said for the single player campaign though. It's an endless series of samey planets with the same 5-6 missions repeated over and over. You can just build a drone with a pile of rockets and reuse it for every mission. It's essentially devolves into a really repetitive and uninteresting space shooter.

There's a ton of potential, and I'm excited to see where it goes, but if you're interested in a single player experience, I would not recommend it yet.. absolutly shi.... horrible doesnt even work, i load into the map and nothing happens its just a black screen. If you like Neo Geo old bullet hell games like Aero Fighters, Strikers 1945,... this is a must in your Steam Library!!!. its a great platformer game. it feels and plays very much like sonic. youre on a fairly linear path with alot of loops and springy things to bounce on, and $\Psi \Psi \Psi \Psi \Psi$ thats trying to kill you.

however it falls into the same trap as sonic, it gives you the ability and desire to roll forward really fast. but youll quickly realize that you cant just roll forward really fast, or youll get hurt alot. so it kinda brings that really fast moving fun pace to a stand still. it feels JUST like a sonic game in that reguards, taunting you with rapid movement that isnt safe.

but its a surprisingly solid game. with quite a few challenging levels.

i reccomend IF you like the old sonic games. I like where this is going so far, for how recent it has come out I feel that it has done a good job so far. There are so issue yes, but I'm sure the devs are hard at work fixing that.

As far as gameplay goes, it's playable if a bit clunky, that I feel should be polished up first, other wise it's a great start to what could be an incredible game. Glorified isometric walking simulator. No actual game to speak of.

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